

FIG. 1 is a block diagram of a system architecture showing the interaction between software (SW) and hardware (HW) components. The SW layer includes an Operating System (10) with Applications (12) and a Socket API's layer (14) containing Video Subsystem (16), Network (External) (18), and Storage Subsystem (20). The HW layer includes a CPU (22) with Network I/F (24) and a central Network (26) connecting various subsystems (28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58) to the external network (60).

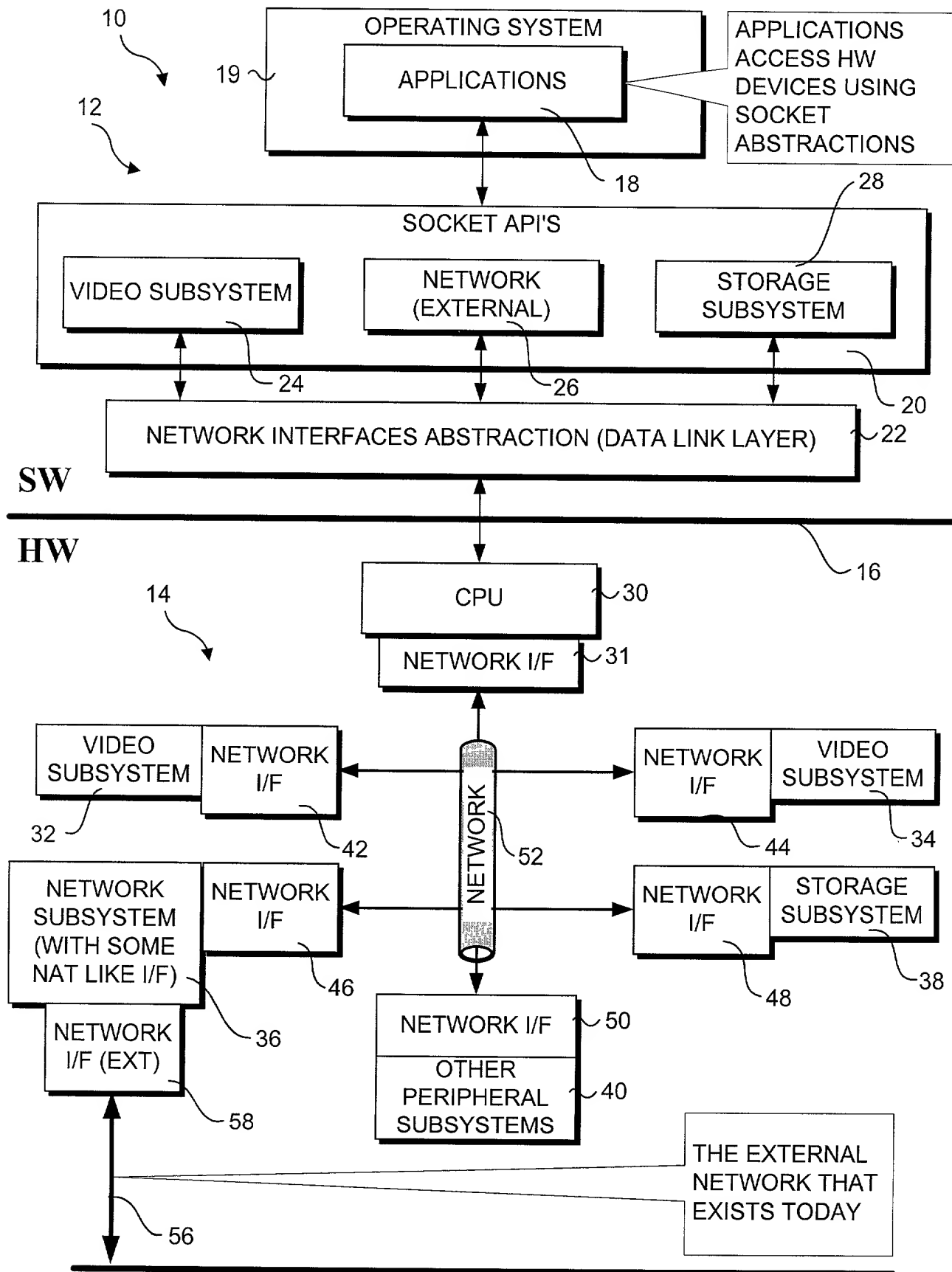
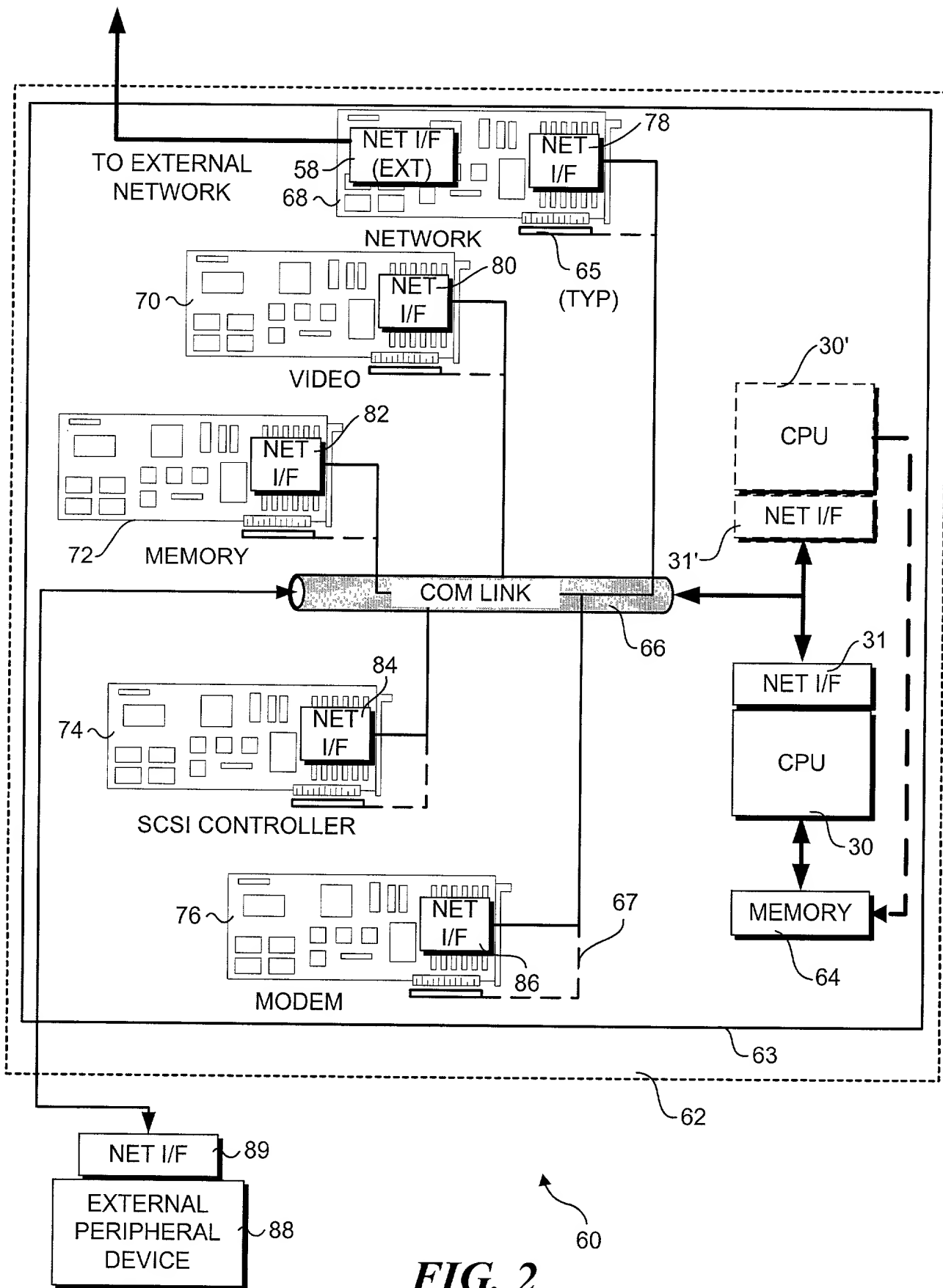


FIG. 1



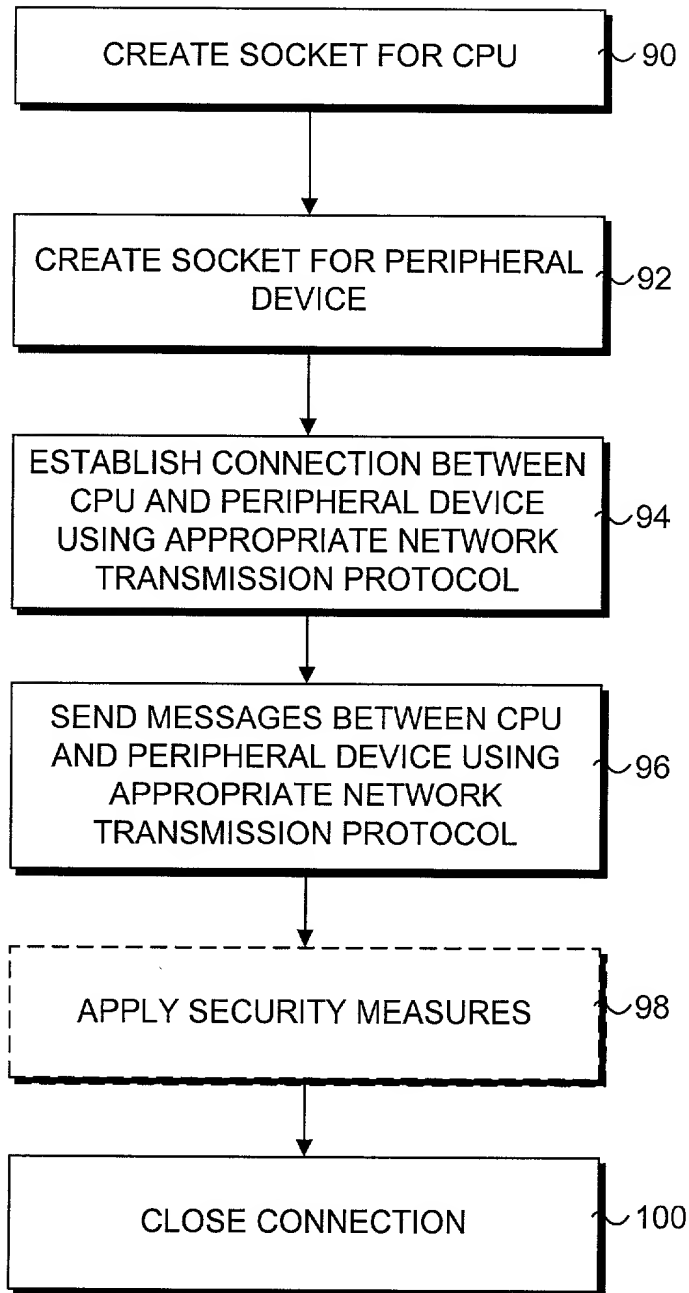


FIG. 3

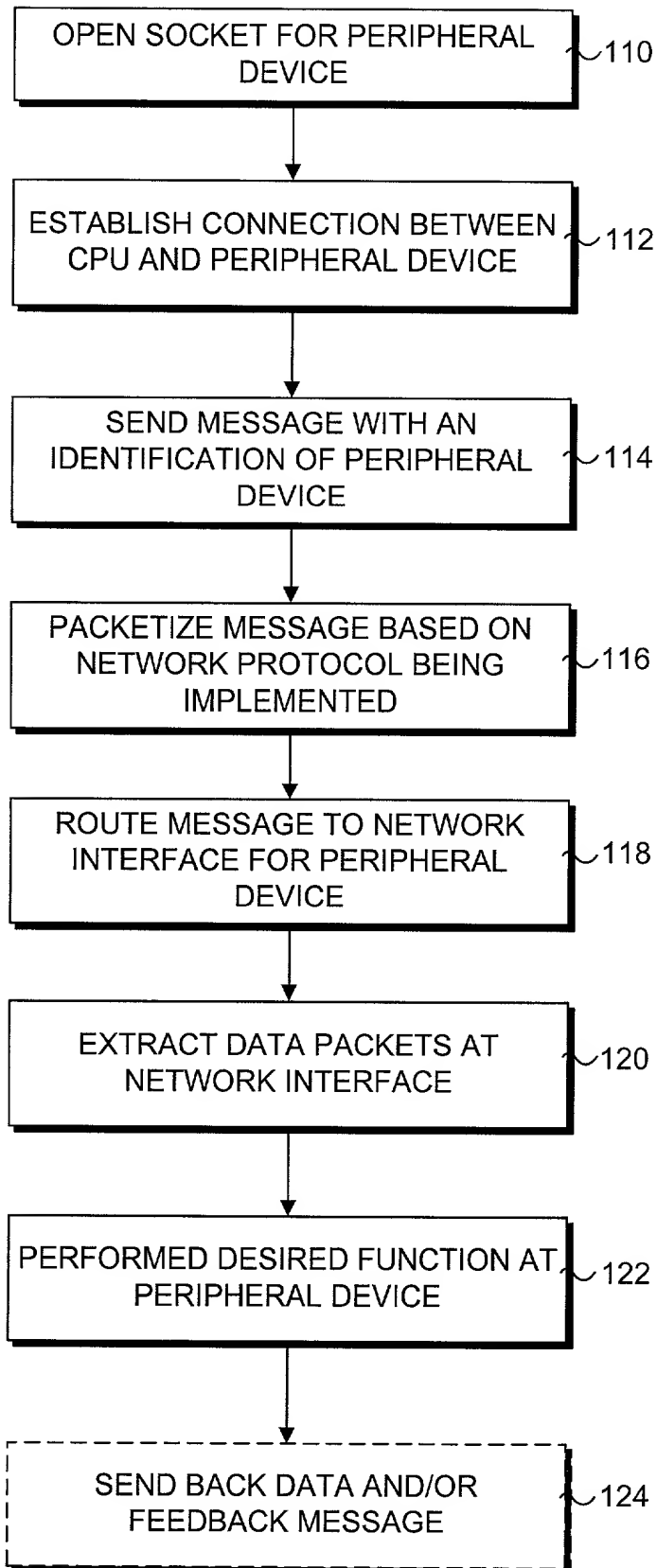


FIG. 4